

**Claim Amendments**

1. (canceled)
2. (previously presented) A model car racing track, comprising:
  - a track;
  - said track having a left lane and a right lane;
  - said left and right lanes being U-shaped;
  - said track comprising:
    - smooth strips;
    - pipings; and
    - a finish line;
  - a pressurized air network, comprising:
    - air conduits;
    - an air compressor;
    - an air regulator;
    - release valves; and
    - air jets;
  - at least one of said air jets being designated the initial air jet of each lane;
  - a control system, comprising:

clutches, being disposed to be operated by foot; and  
gearshift joysticks;  
a timer;  
a sensor;  
said sensor positioned at said finish line on each lane;  
a light pole;  
said light pole being fixed to stand vertically on the track;  
at least two model cars;  
said model cars being positioned on the plastic track;  
said model cars being positioned under the initial air jets at the  
start of a game;  
said light pole indicating the start of a race;  
said clutches being depressed to enable use of said gearshift  
joysticks;  
said gearshift joysticks releasing bursts of pressurized air from  
said air jets;  
said pressurized air being transported by said air conduits;  
said model cars moving along said plastic track;  
said timer being configured to measure the time elapsed from

the departure of said model cars from the start of said plastic track to the arrival of said model cars at said finish line; and

said timer being configured to display said elapsed time on an Light Emitting Diode display.

3. (new) A model car racing system, comprising:

a track;

at least two model cars configured to race on said track;

said track having a left lane and a right lane;

each of said lanes being U-shaped;

each of said lanes having a starting point and a finish line;

a timer configured to measure the time elapsed upon a model car traveling from said starting point to said finish line;

a sensor positioned at said finish line on each lane being configured to detect a car crossing said finish line;

said sensor being connected to said timer to stop said timer upon said sensor detecting a crossing said finish line;

a light pole;

said light pole being fixed to stand vertically;

a pressurized air network comprising:

air conduits configured to transport pressurized air;  
release valves connected to said air conduits to control  
flow of pressurized air to said conduits;  
air jets connected to said conduits and thus operatively  
connected to said release valves; and  
each of said air jets being configured and disposed to  
discharge bursts of pressurized air in each lane to propel model  
racing cars in each of said lanes upon actuation of a  
corresponding one of said release valves; and  
a control system comprising:  
clutches being disposed to be operated by foot;  
gearshift joysticks;  
each of said clutches and its corresponding gearshift  
joystick being configured and disposed to control actuation of  
said release valves; and  
each of said clutches and its corresponding gearshift  
joystick being configured and disposed to simulate size and  
placement of a clutch and a gearshift in a full size car.

4. (new) A model car racing track, comprising:

a track;

said track having a left lane and a right lane;

a pressurized air network comprising:

air conduits configured to transport pressurized air;

release valves connected to said air conduits to control  
flow of pressurized air to said conduits;

air jets connected to said conduits and thus operatively  
connected to said release valves; and

each of said air jets being configured and disposed to  
discharge bursts of pressurized air in each lane to propel model  
racing cars in each of said lanes upon actuation of a  
corresponding one of said release valves; and

a control system comprising:

clutches being disposed to be operated by foot;

gearshift joysticks;

each of said clutches and its corresponding gearshift  
joystick being configured and disposed to control actuation of  
said release valves; and

each of said clutches and its corresponding gearshift

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joystick being configured and disposed to simulate placement of  
a clutch and a gearshift in a full size car.